SUSTAINABLE SPORTS HACKATHON

The Sustainable Sports Hackathon is a competition for undergraduate and masters level university students to ideate and pitch their best ideas for sustainable sports solutions to global industry leaders.

The Hackathon will be hosted by The Sport Ecology Group as part of Wood House programming at COP26 on Monday November 8th, 2021 ('Day 6' of the event).

BACKGROUND

For decades, the global sports sector has been leveraged as a platform for leisure, a venue for improving public health, an economic accelerator, and a vital forum for social and political change. This vision of sport as more than 'just' an outlet for entertainment has been supported by federal and local grant funding, legislation, a robust non-profit sector, a thriving professional sports sector, and hosting plans for the world's largest spectacles. **It's time to harness the power of sport to inspire climate action globally.**

COP 26

The 2021 United Nations Climate Change Conference, also known as COP26, is the 26th United Nations Climate Change conference. Initially scheduled for 2020, the event was postponed one year due to the global COVID-19 pandemic. However, it has been (re)scheduled to be held in Glasgow, Scotland, between November 1 and 12, 2021, under the presidency of the United Kingdom.

Wood House

The Wood House at COP26 will be a community space where guests and invitees can drop in to join the conversation around Net Zero and Resilience. The Wood House will be open throughout COP, from Friday 29 October to Saturday 13 November, from 08:00 to 01:00, with curated events every day. The Wood House will host breakfasts, lunches, dinners, and nightcaps, as well as a media zone and co-workspace. The Wood House is more than just a space; global communities and councils driving the movement towards Net Zero and Resilience come together. Thought leaders and influencers from industry, government, academia, the startup ecosystem, NGOs, social activism, impact investing, arts and culture, and the media.

As part of the Wood House programme, the world's sports community will be invited to participate in a day-long sports program on November 8th, 2021.

As part of this effort, we invite teams of undergraduate and/or graduate students from higher education institutions to participate in the Sustainable Sports Hackathon.

PURPOSE

The Hackathon is an opportunity for individuals to submit a Solution (hereinafter defined) to help sports organizations or sport participants to be more environmentally sustainable.

FORMAT

The Hackathon will occur in two rounds: one round at the university level and one round at the national level. The university level competition may be administered by any faculty member (or

staff supervisor of a student club) at an accredited university (per the country's guidelines for what constitutes a university).

In the final competition, all submission videos and accompanying slide decks will be featured on the Wood House page of the official COP26 app for one week (November 1-8, 2021). Then, a panel of judges will review all submissions and select a list of 5 finalists to show live between 3-4 pm BST on November 8th, after which they will announce the winning entry.

PRIZE
The winning team will earn a cash prize (exact amount TBD) and global exposure for their idea through our media partners.

COST
There is no cost of entry. Each university may send one (1) team of students to participate.

RULES
1. Teams may have two (2) to six (6) people.
2. All team members must be enrolled as students at the university they represent in the competition as of the competition date (November 8, 2021).
3. Teams may not receive support from faculty members or university staff beyond the distribution of the rules. All ideas and intellectual property linked to the solution must emanate from students only.
4. Solutions must be new, unique, and not currently under copyright or trademark or in use by any organization domestically or abroad.
5. Solutions must be submitted in English.
6. Each team must complete a 'Submission Form' that includes the following elements, no later than October 31st, 2021 (link below).
    a. A deck no more than 10 slides long details the Solution, with attention to the problems the Solution addresses, the Solution's features, benefits, originality, and alignment to the sport sustainability theme.
    b. A pre-recorded presentation of the Solution (5 min maximum), which can, but does not have to, feature the accompanying slide deck.
7. Teams will become eligible to enter into the COP26 competition by winning an internal competition at their university[1]. When a university has only one team interested, this team may be entered into the national competition without internal competition.

SUBMISSION
Please follow this link to a Google Form to submit your team's Solution. Submission will be accepted until October 31st at 11:59pm GMT.

QUESTIONS
For further information about the Hackathon, please contact: Dr. Madeleine Orr (madeleine.orr@ubc.ca), Co-Director of The Sport Ecology Group

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[1] University-level competitions should (but don't have to) follow the same submission guidelines above, detailed in Rules 1, 2, 3, 4, .